Bloodwych

LEVEL FOUR

Trader

Enemy with Armour

Enemy with Weapon

Enemy with Armour & Weapon

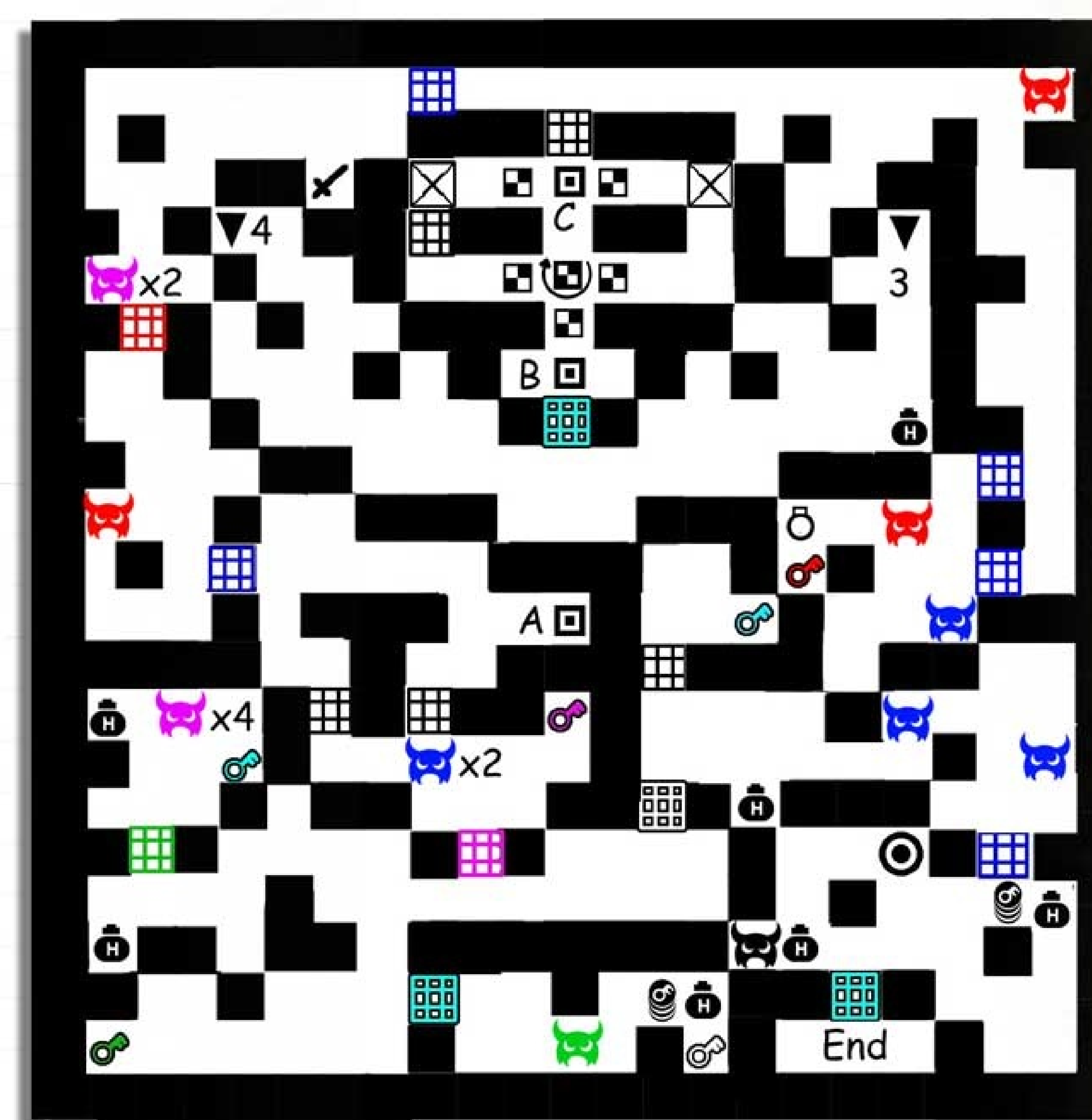
Enemy with Health/Coins/Common Keys

Enemy with Armour, Weapon and Health/ coins/Common Keys

x2 Group of 2 Enemies

x3 Group of 3 Enemies

x4 Group of 4 Enemies



This series of switches and fake walls is unimportant, so just ignore them. Use the Levitate spell to cross the holes, and negotiate the spinner as usual. There is an invisible floor switch after Hole B that closes the gate behind you, which may confuse you when crossing the spinner.

Unlocked Gate

Locked Gate (Requires Common Key)

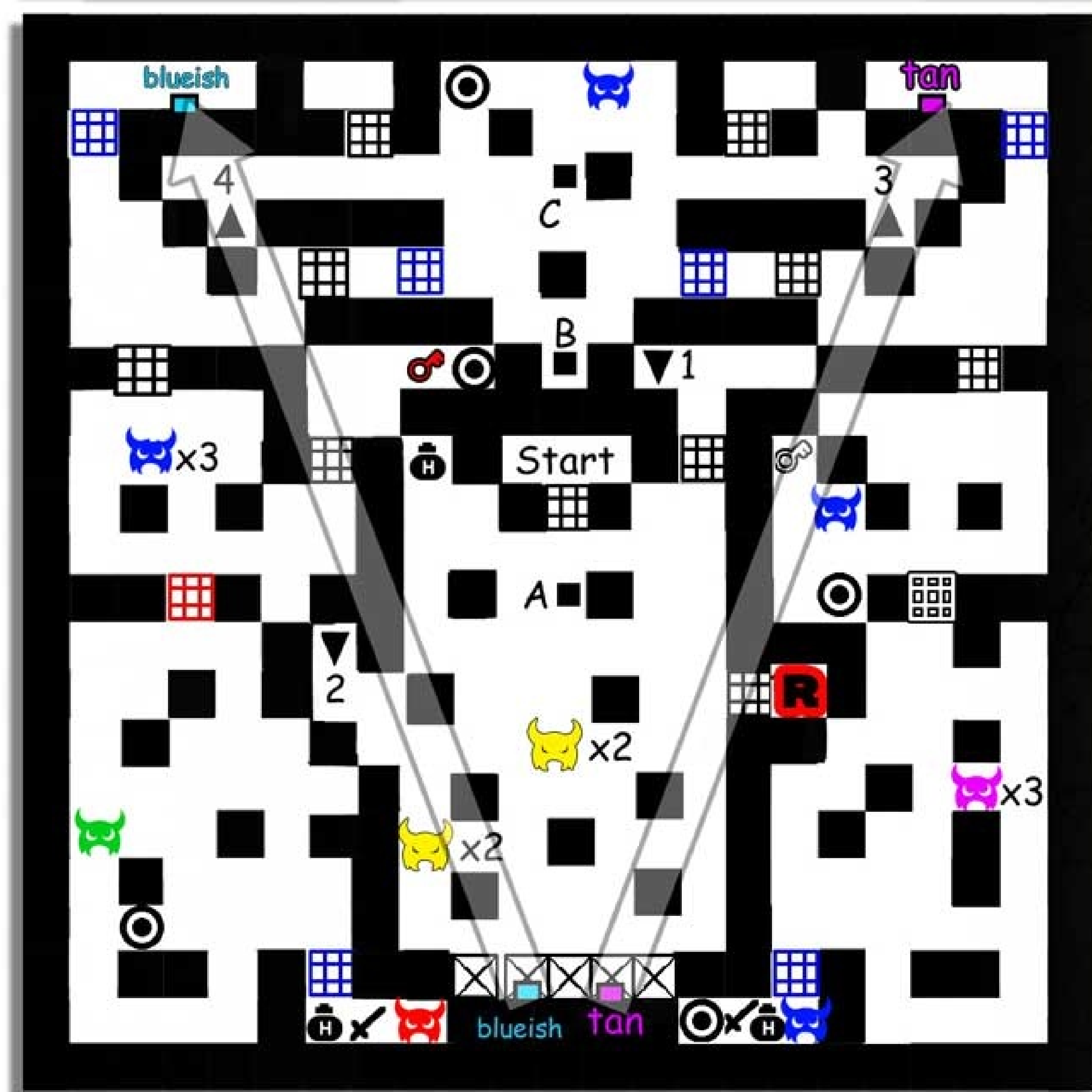
Locked Gate (Requires Special Key of Same Colour)

Special Key

Wall Switch with corresponding Fake Wall

▲1 ▼1 Ladder Up and corresponding Ladder Down

A A Hole in Floor with corresponding Hole in Ceiling



The row of five fake walls at the bottom of this floor can be seen through if you select an assassin as your leader; just walk through them.

The wall switches are activated by inserting the Tan and Blueish Gems from Level 2 into them; once you do this, you will be teleported to the corresponding wall switch at the top of this floor. A little tip...don't leave the Gem behind!

Pressure Pad (Some are invisible)

Resurrection Room

Pressure Pad (Spins Player 180 degrees)

Coins/Common Keys

Shield/Armour

Weapon/Ammo

Health (Food/Drink/N'egg/Potion)

Wand

Ring

